

DEFENCE PENETRATOR

Can you destroy strategically placed missile bases or will they SCRAMBLE our system?

Now you are the Pilot of the VZ-200 Annihilator, the deadliest surface attack spacecraft known. Your mission is to infiltrate enemy territory on remote planetoids carrying the deadly QUACKER 5000 air to surface super bombs and your own craft's high output intercept to destroy torpedoes. Destroy until destroyed!

Enemy defences will try to eliminate you with carefully stationed auto-launch ballistic missiles and Skyhawk Destroyers. Rugged surface terrain and freak meteor storms will hinder you as you rain down fiery devastation upon their surface and underground nuclear reactors and supply depots. With NERVES of STEEL you must try to recover your steadily diminishing fuel supply in flight and reach the climax of your mission!

Can you cross the 2000 KM of swooping scenarios?

Can you reach the enemy COMMAND BASE and smash it to atoms?

Danger awaits you with super ARCADE ACTION!

DEFENCE PENETRATOR is based on one of the most popular arcade favourites of all time with FAST ANIMATED HIGH RESOLUTION COLOUR GRAPHICS and SOUND EFFECTS. Written in machine code for superior quality.

PROUD TO
BE
AUSTRALIAN

• - with sound and high resolution graphics!

LOADING INSTRUCTIONS:

1. Turn on computer.
2. Insert tape in cassette recorder and rewind.
3. Press PLAY button on cassette recorder.
4. When 'READY' appears type: CRUN
5. Press <RETURN> key on computer.

After about half a minute the computer should display the message 'LOADING: DEFENCE'. If the computer displays the message 'LOADING ERROR' or the first message does not appear, then press STOP on your cassette recorder, rewind the tape, adjust volume control, and try again. The tape has been verified before shipment, and should load correctly provided that the cassette recorder is suitable for a computer.

The program will run automatically once loaded. After about 3 minutes the title page will appear and you'll be ready to begin.

HOW TO PLAY:

- Press the '3' key to pause the game (halt).
- Press the '4' key to resume play after a pause.
- Press the '8-9' keys (simultaneously) to abort current game.
- Press the '-' key to accelerate (move forward).
- Press the '0' key to decelerate (move backwards).
- Press the 'Q' key to gain altitude (move up).
- Press the 'A' key to dive (move down).
- Press the 'M' key to launch missiles, and eject Quacker bombs.

MISSION OBJECTIVE:

Penetrate 2000 KM of enemy terrain, reach command base, and terminate with extreme prejudice.

THE GAME:

Defence Penetrator is a fast paced arcade action game. Don't expect to master it in a day, week, or month...

The game is divided into 6 sections, each with their own special challenge. As you progress from section to section the challenges will grow greater, the terrain more hostile, and enemy defences more intense. There are three (3) major targets can can attack -

AFM (AntiFighter Missile) , , , , , 25 points

Launched from surface of planet to attack on radar detection.

FUEL DEPOTS , , , , , , , , , 10 points.

Identified by white/yellow metallic centre. Must strike to replenish fuel supply.

NUCLEAR REACTORS , , , , , , , , , ??? points.

Identified by radiating red centre. Strike to gain points.

When beginning you will notice on the top left hand corner of the screen several naughts. Your score will appear here as you progress. You will also receive 1 point for every second your ship remains intact. A large square block, divided into segments, has a glowing red block in the middle to indicate which you section you are currently in. A thin line indicates your fuel level. When it gets too low an alarm will sound, warning you strike a Fuel Depot or you'll quickly crash.

When firing keep in mind that only a direct hit will destroy an object. The explosion or smoke from another strike or hitting the surface is not sufficient.

1. THE MOUNTAINS

Rough barren terrain, characterised by deep ravines, steep craggy mountains, and perilous valleys, which all deal quick death to the unwary. Beware of hidden missile installations.

2. UNDERGROUND CAVERN

A massive underground chamber, bored out of the gutrock of the planet by massive Zillegian drills. Your vertical movement will be hindered, and missiles will continue to pose a threat.

3. THE DESERT WASTELANDS

A low desolate basin, blasted by the centuries of savage dust storms and deadly meteor showers. Beware of both missiles, protected by rock blasted crevices, and impervious meteors.

4. MILITARY COMPLEX

Missiles are protected by massive launch bays that stretch hundreds of metres into the heavens.

5. UNDERGROUND TUNNEL

A long, winding subterranean passageway, blocked by numerous missile, reactor and fuel depots. Your movements will be heavily restricted.

6. COMMAND BASE

Only a direct strike will destroy the command base. Its destruction is the only hope you have.

HAVE FUN AND ENJOY THE GAME!